# Programmer's Learning Machine

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## Outline

- Presentation of PLM
  - Purposes
  - Demo
  - About PLM
  - Architecture
- 2 User's code's assessment
  - Challenges
  - Extraction of the execution component
  - Docker
- Result
- 4 Next steps

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Purposes

• Application to learn programming.

#### Purposes

- Application to learn programming.
- Allows students to progress at their own speed...

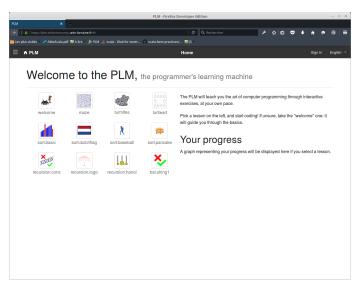
#### Purposes

- Application to learn programming.
- Allows students to progress at their own speed...
- ... while the teacher helps the ones having trouble.

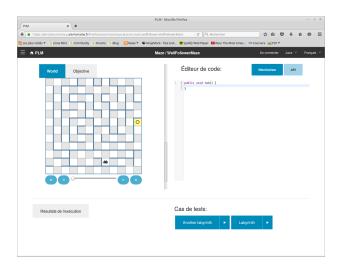
#### Purposes

- Application to learn programming.
- Allows students to progress at their own speed...
- ... while the teacher helps the ones having trouble.
- Used at TELECOM Nancy since 2008.

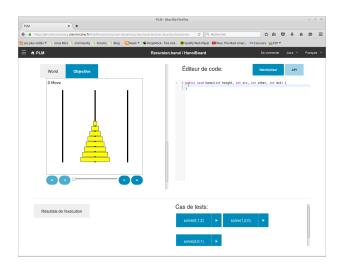
#### Quick demo



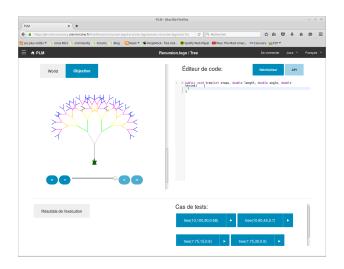
12 lessons, 200 exercises



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12 lessons, 200 exercises



Supported languages

- English
- French
- Brazilian Portuguese

Supported programming languages







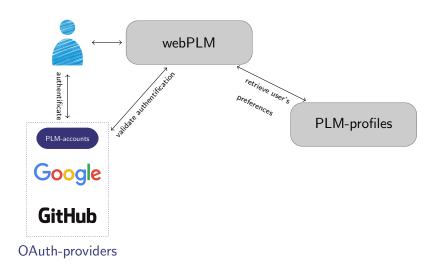
Evolution of the project

- Formerly a fat client
  - Written in Java

### Evolution of the project

- Formerly a fat client
  - Written in Java
- Switch to a web application
  - Server implemented in Scala using PlayFramework
  - User interface written in Javascript using AngularJS and Foundation

### Application's architecture



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### Execution components



# User's code's assessment Limits

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  - Infinite loops

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- How to protect ourselves from users' rookie mistakes?
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- And from more malicious "mistakes"?
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  - Storage jamming with files
- And from System.exit(whatever)?
- Also need to scale.

# User's code's assessment Judges

- Delegate the execution to workers
- Let it crash strategy
- Allow to run code without impacting webPLM's performances
- Able to scale

Architecture with judges

Judges' constraints

- Need to:
  - deploy them easily
  - reset them to their original state
  - restrict their resources usage

Docker

Example of Dockerfile

Docker-compose

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Current architecture

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• 30 hours of live testing with 100 students.

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- 30 hours of live testing with 100 students.
- Engine is (almost) working fine...
- ... but user experience needs to be improved!

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- Can't cope with the workload.
- No tools for monitoring set up...
- ... so the bottleneck is unknown.

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# Next steps

#### Refactor the code

- Rushed to release a stable version before September...
- Needed to refactor some parts of the code.
- Standardized behavior of local and server mode.

# Next steps

### Simplify workflow to adapt the content

- Store most content inside PLM.
- Heavy and error prone workflow.
- Need to extract the content from PLM's jar.
- Allow to implement an exercise editor.

# Next steps

#### Solve performance issues

- Set up some monitoring tools.
- Perform some load testing to identify the bottleneck.

# Questions

Thanks for your attention, any questions?